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**PROJECT REPORT**

**ELECTION**

* **Introduction**

The project is entirely based on election system which includes the applicants, number of voters, ballot and the whole voting process.

* **Implementation of classes**

In this program, we created three classes – Applicants, Ballot and Voting class as demanded in the project with subclasses and interfaces including overriding method.

* **Difficulties faced during implementation**

The first part of test was easy to complete. However, there were some problems that we faced while compiling and running the second part of the test. As in second part, we confused about actual date and limit date of votes. Moreover, it was time consuming because the two parts- vote hierarchy and vote simulation took more time to comprehend. Further, it seemed tough to use ‘tostring’ method accurately.

* **Overcome challenges**

There is no doubt that it was little bit tricky and took a lot of time to understand properly but somehow we solve these problems. We took help from PDFs that were uploaded on moodle and google as well for understanding the use of different methods like ‘tostring’ method.